M * O * M

MICRO OF MONMOUTH

P.O.Box 221
Englishtown,NJ 07726

NEWSLETTER

September 1984 Vol.3 Issue 8

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OCTOBER MEETINGS:

MONDAY, OCTOBER 1

8:00 PM
Manalapan H.S.
Rm. C104-108

Several demos..games and utilities
Tutorial..questions and answer period

MONDAY, OCTOBER 15

8:00 PM
Manalapan H.S.
Rm. C104-108

Discussion and review of SYNCALC and VisiCalc.Demos and questions answered

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Micro of Monmouth

The Newsletter of the Computer Club of Monmouth, Inc.

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The Computer Club of Monmouth, Inc. is a non-profit organization of ATARI computer enthusiasts and users who share a common interest in exchanging information about the programming and operation of the ATARI microcomputer system.

The club meets at the Manalapan High School at 8:00PM on the first and third Mondays of each month. The meeting dates are changed or cancelled when a holiday or foul weather causes the school to be closed.

Neither M.O.M. newsletter or The Computer Club of Monmouth, Inc. is affiliated with ATARI, Inc, Warner Communication or any of their subsidiary companies. All use of the word "ATARI" is recognized as a trademark of ATARI, INC.

The M.O.M. newsletter solicits from its members reviews, news, rumors, articles, original programs, classified ads, and any other material of interest for publication. All material submitted for publication should be given to the editor at the meetings or mailed to him or the club.

The material printed in the M.O.M. newsletter may be freely copied. We request that credit be given to its' authors and to M.O.M. This newsletter is sent to paid-up members of the club and to other users groups on an exchange basis. Other user groups interested in exchanging newsletters should write to the editor.

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WHO'S WHO AT M * O * M

President - Frank Fezza	201-446-4027
Secretary - Ken Kelly	201-431-1010
Treasurer - Howard Goldman	201-431-2789
Prog.Chair- Joe Petrillo	201-338-8014
Librarian - James Krutzler	201-738-7813
Librarian - Mike Carovillano	201-364-3734
Editor - Irwin Kaplan	201-566-3335

EDITORIAL

STATISTICS and TRENDS

I'm always fascinated by the technique of statistics that condenses all those articles and magazine stories to easily handled numbers and statements.

Certainly, with our interest in computers and their affinity to number crunching, it seems only natural to have our senses sparked by statistics,especially as it pertains to computers.So here's a sampling of computer statistics from different sources:

- In 1982, 2.4 million microcmputers were sold in the U.S.

- Micro sales for 1983 were estimated to be over $6 billion, which tops the 20 year old minicomputer industry.

- The market for softwear products has tripled since 1980 to reach over $9 billion and,is estimated to continue to grow at a rate of 35% per year for the next several years.

- By 1986, there will be an estimated 19 million micros in use.

- By 1987, it is estimated that 75 percent of the student population in U.S. schools and colleges will be receiving computer-aided instruction (CAI).

- The U.S. microcomputer softwear market is expected to reach $12 billion by 1990.

- Of the 6% of the population who do own computers, two thirds use them essentially to play games.

What does this all mean? It means that by 1986 there will be 19 million people who own and know how to use microcomputers. It also means there will be a demand for myriad softwear packages,computers that are easy to use and that talk to each other.

Yet, not everything in computerland is upbeat. Here is an excerpt from a survey by Warwick Advrtising of New York City - their conclusions were :

The novelty of computers is wearing off.Use of computers is declining.WHY? Too time consuming. Too complex. The owners simply cannot make their own computers more useful.WHY? Instruction manuals are hard to understand. It is too costly to buy printers, disc drives, modems and softwear, which is essential to bring about the full efficiency and effectiveness of most computers.

There you have it. The optimistic and pessimistic. Which only proves,you can find data to support any view. You analyze the statistics for yourself!

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Irwin Kaplan, Editor
August 1984

WAR GAMES

Hoax.FP, was written by Neil Shapiro and appeared in the November 1983 AUDIO VISUAL DIRECTIONS magazine. I adapted his program for the Atari after I had seen the movie War Games.(Ataris' can do more than play games.) Type in this program and you will be in direct communication with the highest US military authority.

Hoax.FP recreates what it would be like to log on to NORAD, the USA's defense installation in Los Alamos, New Mexico. The program simulates a two-way telephone call connection to COMCON4 the Computer Control Center of The North American Air Defense Command (NORAD). The codes in this program require answers using five letters plus RETURN. When you reach Command Level, respond with MINUTEMAN, SUBPACK4, or AIRDEFEN/HQ - or some similar, or familiar sounding military acronym. Use your imagination.

For a spectacular finish,at COMMAND to access the super secret Command Control Center at Langley, West Virginia,type LANGLEY (anything).For instance: LANGLEY 10P2, LANGLEY AF1 , LANGLEY sP, LANGLEY WEAPONS, LANGLEY cODE2,LANGLEY#1/COMM,etc. Good luck and don't get arrested!

IRWIN KAPLAN

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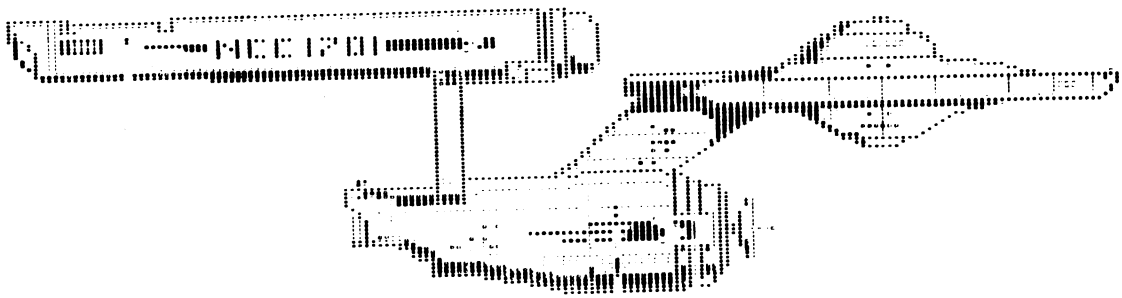
```
100 REM * WAR GAMES - HOAX.FP *
110 REM * by Neil Shapiro
120 REM * Adapted for Atari
130 REM * by Irwin Kaplan
140 PRINT CHR$(125)
150 PRINT "DIALING.....203/456-7685":FOR X=1 TO 100:NEXT X
160 PRINT "WAITING FOR FOR CONNECTION ....":FOR X=1 TO 1000:NEXT X
170 PRINT CHR$(125)
180 SPEED=65
190 DIM A$(100),B$(40)
200 PRINT "NORAD SYSTEM COMCON4.....";CHR$(253);"CONNECTED"
210 PRINT :PRINT
220 PRINT "AUTHORITY CODE-)";:INPUT A$
230 GOSUB 640
240 PRINT "N O R A D PRIME ACCESS"
250 PRINT :PRINT
260 FOR X=1 TO 4:PRINT CHR$(253);:NEXT X:PRINT "WARNING":FOR X=1 TO 4:PRINT CHR$
(7);:NEXT X:PRINT
270 PRINT "INCOMING CALLERS SUBJECT TO UNITED    STATES MILITARY";
280 PRINT " TRIBUNAL JUSTICE       SYSTEM. FOREIGN ACCESS STRICTLY       "
290 PRINT "PROHIBITED. ACCESS IS ON A NEED TO    KNOW, EYES-ONLY ";
300 PRINT "BASIS FOR ALL BUT      COMMAND AUTHORITY, AT THIS POINT."
310 PRINT "IMPROPER IDENTIFICATION WILL RESULT    IN AUTOMATIC";
320 PRINT " SURVEILANCE OF            CONNECTING  TELEPHONE LINE AND         IN
MATION";
330 PRINT " SO GATHERED WILL BE        PROVIDED TO THE PROPER DOMESTIC"
340 PRINT "POLICE AND GOVERNMENT AGENCIES ."
350 PRINT ".....STANDBY FOR TRANSMISSION....."
360 GOSUB 650
```

```
370 PRINT "N O R A D  P R I M E  A C C E S S"
380 PRINT :PRINT
390 DIM G$(30)
400 PRINT "PLEASE ENTER YOUR EYES-ONLY CODE-)":PRINT :INPUT G$:FOR X=1 TO 6:GOSU
B 630:NEXT X
410 PRINT :PRINT :PRINT :PRINT
420 PRINT "CODE ENTERED IMPLIES COMMAND AUTHORITY":PRINT
430 PRINT "ENTER YOUR VERIFICATION AS GIVEN IN..."
440 FOR X=1 TO 200:NEXT X
450 DIM COL$(100)
460 NU=INT(RND(0)*99)+1
470 XX=INT(RND(0)*120)
480 COL$="AMBER":IF XX>30 THEN COL$="OLIVE":IF XX>60 THEN COL$="ROSE":IF XX>90 T
HEN COL$="LIME"
490 PRINT "))))))BOOK ";NU;" RY-";COL$;"(((((("
500 DIM H$(30)
510 PRINT "ENTER-)";:INPUT H$:FOR X=1 TO 6:NEXT X
520 GOSUB 640
530 PRINT :PRINT
540 PRINT "SIR, COMCON4 REPORTS UPTIME VERIFIED  FOR NEXT ONE HOUR.":PRINT
550 PRINT "NORAD COMMAND CENTER CAN BE REACHED   AT ANY TIME ";
560 PRINT "WITH PASSWORDS AS          PROVIDED IN THE LANGLEY PROTOCOLS."
570 PRINT :PRINT :PRINT "ENTERING DIRECT COMMAND MODE...."
580 GOSUB 660
590 PRINT CHR$(125)
600 PRINT "NORAD COMMAND LEVEL"
610 GOTO 580
620 END
630 FOR X=1 TO 600:NEXT X
640 FOR X=1 TO 600:NEXT X:PRINT CHR$(125):RETURN
650 FOR X=1 TO 2600:NEXT X:PRINT CHR$(125):RETURN
660 PRINT :PRINT :PRINT :PRINT "ENTER DIRECT COMMAND CODE===)";:INPUT A$
670 IF A$="LANGLEY" THEN GOSUB 730
680 PRINT "SEARCHING FOR SUBPROGRAM.....":FOR X=1 TO 2000:NEXT X:PRINT "...RUNNI
NG ";A$;" ON CPU";
690 PRINT INT(RND(0)*20)
700 A=INT(RND(0)*4+1)
710 ON A GOSUB 880,1140,1280,1440
720 RETURN
730 GOSUB 650
740 GRAPHICS 0:FOR X=1 TO 4:PRINT CHR$(253);:NEXT X:PRINT "COMCON4....REQUEST RE
CORDED"
750 PRINT "PROCESSING ------ STANDBY"
760 FOR X=1 TO 1000:NEXT X:GOSUB 650
770 PRINT "NORAD CENTRAL COMMAND"
780 PRINT "  --------"
790 PRINT :PRINT :PRINT "YOU HAVE REACHED LANGELY CENTER":PRINT
800 DIM J$(30)
810 PRINT "PRIMARY INTELIGENCE VERIFICATION      CODE,PLEASE===)";:INPUT J$
820 PRINT
830 FOR X=1 TO 4:PRINT CHR$(7);:NEXT X:PRINT "EXECUTIVE POWER CLAIM ENTERED..."
840 PRINT :PRINT :PRINT "AIR FORCE ONE FALLBACK ALERT!!"
850 PRINT :PRINT :PRINT "MR. PRESIDENT PLEASE ENTER YOUR TOTAL COMMAND AUTHORIZA
TION==)";:INPUT A$
860 PRINT
870 GOTO 1520
880 REM
890 GOSUB 1040
900 GOSUB 650
910 PRINT "NORAD COMMAND LEVEL"
920 PRINT
```

```
930 PRINT "COMCON4 RUNNING...";A$
940 PRINT :PRINT :PRINT
950 FOR X=1 TO INT(RND(0)*5)+1
960 FOR Y=1 TO 20
970 PRINT INT(RND(0)*9+1);"";
980 NEXT Y:NEXT X
990 PRINT :PRINT
1000 DIM C$(30)
1010 PRINT "PRESS RETURN WHEN DECODED==)";:INPUT C$
1020 RETURN
1030 RESTORE
1040 REM COMMAND SUBROUTINE
1050 GRAPHICS 0
1060 PRINT "N O R A D COMMAND LEVEL"
1070 PRINT :PRINT :PRINT :FOR X=1 TO INT(1+RND(0)*11):READ B$:NEXT X
1080 DATA "GREEN","GOLD","CRIMSON","VIOLET","GREY","BLUE","SILVER","BEIGE","ORAN
GE","YELLOW","BLACK"
1090 PRINT :PRINT :PRINT
1100 PRINT "USING BOOK ";INT(RND(0)*99+1);B$
1110 PRINT :PRINT
1120 RESTORE
1130 RETURN
1140 REM SECOND FAKE OUTPUT
1150 GOSUB 1040
1160 GRAPHICS 0
1170 PRINT "NORAD COMMAND LEVEL"
1180 PRINT :PRINT :PRINT "COMCON4 RUNNING.....";A$:PRINT :PRINT :PRINT
1190 FOR X=1 TO INT(RND(0)*100+1)
1200 FOR Y=1 TO INT(RND(0)*10+1)
1210 Z=INT(RND(0)*26+65)
1220 PRINT CHR$(Z);
1230 NEXT Y
1240 PRINT "";
1250 NEXT X
1260 PRINT :PRINT :PRINT "PRESS RETURN WHEN DECODED==)";:INPUT A$
1270 RETURN
1280 REM THIRD FAKE OUTPUT
1290 CK=CK+1
1300 GOSUB 1040
1310 GRAPHICS 0
1320 PRINT "N O R A D  C O M M A N D  L E V E L"
1330 PRINT :PRINT :FOR X=1 TO 4:PRINT CHR$(253);:NEXT X
1340 PRINT "SIR - YOUR PROGRAM ";A$;" IS NOT IN CPU CATALOG.":PRINT
1350 PRINT "PLEASE RE-ENTER YOUR COMMAND AUTHORITY CODE= =)";:INPUT G$
1360 FOR X=1 TO 6:NEXT X
1370 IF CK>4 THEN GOTO 1520
1380 PRINT "PROCESS A";:FOR X=1 TO 100:PRINT "..COMPARING..";:FOR X=1 TO 300:NEX
T X:PRINT "ACCEPTED !!"
1390 PRINT :PRINT "SIR, PLEASE CHECK YOUR PROGRAM CODES, COMCON4 IS PROGRAMMED "
;
1400 PRINT "TO TERMINATE    CALL ON FIFTH ILLEGAL PROGRAM CODE    FOR ";
1410 PRINT "REASONS OF NATIONAL SECURITY      UNDER EXECUTIVE ORDER STAR4."
1420 FOR X=1 TO 1000:NEXT X
1430 RETURN
1440 REM FOURTH FAKE OUTPUT
1450 GOSUB 1040
1460 GRAPHICS 0
1470 PRINT "N O R A D  C O M M A N D  L E V E L"
1480 PRINT :PRINT :PRINT :PRINT :PRINT
1490 PRINT :PRINT "PAGE ";INT(RND(0)*1000);:PRINT " IN CODE BOOK ";B$;" IS"
1500 PRINT " STILL OPERATIVE AS IN PRIMARY          DIRECTIVES."
1510 FOR X=1 TO 1000:NEXT X:RETURN
```

```
1520 REM DESTRUCT
1530 GRAPHICS 0
1540 SETCOLOR 4,3,4
1550 PRINT " N O R A D    **AUTO-LOGOFF**"
1560 PRINT :PRINT :PRINT :PRINT :PRINT
1570 PRINT :PRINT :PRINT "A";CHR$(253);"U";CHR$(253);"T";CHR$(253);"H";CHR$(253)
;"O";CHR$(253);"R";CHR$(253);
1580 PRINT "I";CHR$(253);"Z";CHR$(253);"A";CHR$(253);"T";CHR$(253);"I";CHR$(253)
;"O";CHR$(253);"N";CHR$(253);" "
1590 PRINT "F";CHR$(253);"A";CHR$(253);"I";CHR$(253);"L";CHR$(253);"U";CHR$(253)
;"R";CHR$(253);"E";CHR$(253)
1600 PRINT "A L E R T";CHR$(253)
1610 PRINT :PRINT :PRINT :FOR X=1 TO 4:PRINT CHR$(253);"CONNECTION TERMINATED WI
TH FREJUDICE.":PRINT
1620 PRINT "      JOINT CHIEFS OF STAFF HAVE BEEN        NOTIFIED.":PRINT
1630 PRINT "      LOCAL POLICE INFORMED OF               CIVILIAN OVERIDE ATTEMPT.
"
1640 PRINT
1650 PRINT :PRINT :PRINT "COMCON4......":PRINT CHR$(253);"DISCONNECTED"
1660 PRINT "HJHJ(J. MNUIUKLKJ+("
1670 SPEED=255:END
```



FIND THIS ON DISK 35

New Releases

MONTEZUMA'S REVENGE
This game offers the player challenges as the undaunted adventurer Panama Joe wields his way through 100 different room settings in search of Montezuma's treasure trove.

Throughtout the game, players must help Panama Joe gather the tools - keys,torches,swords,amuleets - that he will need to meet the challenges encountered in the numerous chambers.

In addition to stationary obstacles such as hissing snakes, disappearing doors,floors,bridges and laser walls, the sure footed adventurer must also deal with menacing spiders,fast moving conveyor belts, and rolling and bouncing skulls.

In each chamber there are one to four exits to other rooms. Players must direct Panama Joe to an exit to enter the next screen. The visual variety of the room settings and their unique elements add to the game challenge while testing the players memory.

Available from Parker Brothers, 50 Dunham Road, Beverly, MA 01915 for $30.00.

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FLOYD OF THE JUNGLE
Take a vacation in the jungle avoiding roaring lions, prowling tigers, rampaging elephants, dancing monkeys and pygmies with poison darts in a zany footrace to rescue Janice, the damsel in distress.

This game features five color jungle scenarios, multiple difficulty levels, individual handicaping for each player, music and jungle sounds, point scoring for capturing rare birds and computer-controlled Floyds to race against when a full human contingent is not available.

This game is available from MicroProse Softwear Inc.,10616 Beaver Dam Road, Hunt Valley,MD 21030, on disk or cassette for $29.95.

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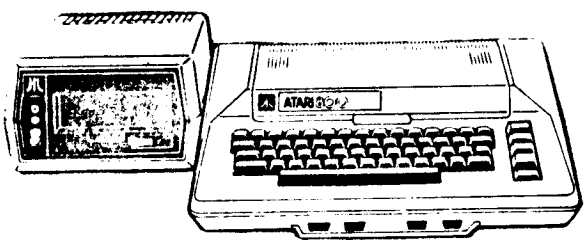
Editors note: New Atari programs continue to be released in spite of the lack of publicity. We will describe and list many in the next newsletter.



LIBRARY NOTES

An invitation to all paid-up members of MOM. Did you know that you can get support documentation for your ATARI hardware? Our documentation library is quite extensive. For those paid-up members that don't have a disk drive, we also have an assortment of programs on CASSETTE TAPE. Following is a list of what is in the tape library:

CASSETTE LIBRARY

TAPE #1 SIDE A...WORLD SERIES BASEBALL
B...BATTLE OF NUMBERS

TAPE #2 SIDE A...METEORS
B...SPACE DODGE

TAPE #3 SIDE A...FUGUE
B...SPACE LANDER

TAPE #4 SIDE A...OCTIDRAW
B...DARTS

TAPE #5 SIDE A...YAHTZEI
B...BUSSINESS CALCULATIONS

TAPE #6 SIDE A...ATTACK ON DEATH STAR
B...CHICKEN

TAPE #7 SIDE A...POT OF GOLD
B...FIILER UP

TAPE #8 SIDE A...BATS
B...SIMON

TAPE #9 SIDE A...OLD GLORY
B...MESSIAH

TAPE #10 SIDE A..CARTRIDGE COPY
B..MAZE RIDER

TAPE #11 SIDE A..MAZE
B..UBX

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DOCUMENTAION LIBRARY

01...DOSXL (INDUS DISK DRIVE)

02...ATARI 400/800 HARDWARE MANUAL

03...ATARI 400/800 OS USER'S MANUAL

04...ATARI 800 OWNER'S GUIDE

05...MOMS DEMO PACS (ASSORTMENT OF USES)

06...ATARI LOGO INFO&PRINTER PAC

07...ATARI 1200XL OS MANUAL

08...ATARI 810 DOS UTILITIES SOURCE LISTING DOS 2

09...ATARI DISK OS REFERENCE MANUAL DOS 3

10...ATARI 400/800 OS SOURCE LISTING

To take advantage of this library all you have to do is see MIKE CAROVILLANO, your tape and documentation source, before or after our meetings.

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BOOK REVIEW

I read this book review in the August 1984 issue of Dealer Communicator published by Fichera Publications,Inc.The book and the review sounded witty so I thought it would be amusing reading for our newsletter.ED.

John Bear's COMPUTER WIMP:
"166 Things I Wish I had Known Before I Bought My First Computer"
Published by Ten Speed Press,P.O.Box 7123, Berkeley, CA 94707 - 415-845-8414.
$14.95 hardback; $9.95 paperback.

Some say "the most intelligible, useful, humorous computer book yet. Invaluable advice for would-be buyers and dissatisfied users of under $5000 computers."

Bear's Broadsides
John Bear PhD has purchased four computers since 1975. He figures if he'd had the proper advice about the care and feeding of a computer, he'd have saved $50,000, saved thousands of hours of his life, and probably staved off at least four attacks of gout.

With this in mind, he wrote a 285-page book on the do's and don'ts of computers: buying them, using them, fighting them, conquering them. He has summarized the improtant conclusions in his book and set them up as 166 one-sentence aphorisims - witty ways of expressing thoughts and emotions. The computer may be a machine, but it engenders feelings, not within itself but within the human being whom it has adopted.

John gives important advice about hardware, softwear, and wetware(that's the brain and its boiling point). He talks about computer crime, computer sabotage, computer repairs, computer abuse, computer warranties, computer obsolescence, computer glossaries, computer programming - in short, all that you wanted to know about computers and all that you didn't know you should have wanted to ask about computers. His book is called "Computer Wimp". It comes in hardback and a paperback edition and is well worth the few dollars you spend for it. It's publsihed by Ten Speed Press at P.O. Box 7123,Berkeley,CA 94707.(If you live in California there's a 6 or 61/2% sales tax). You may order single copies prepaid direct from the publisher for $9.95 paperbound or $14.95 clothbound - plus $1 for postage and handling. The publishers phone number is 415-845-8414. You won't be disappointed.

By the way, Ten Speed Press publsihes only practical books. Three million people have bought them.

Here are a few of John Bear's broadsides. My favorite from Chapter I is the two paragraph three-sentence lamentation:

"Why should an intelligent, manually dexterous, communicationally proficient human being regularly be turned into a quivering, angry, frustrated, despondent computer wimp, when all he wants to do is drive the damned machine?

There are a lot of books written for the computer beginner. I tried most of them, but the various authors' idea of a beginner is not my idea of a beginner. And besides, computer people are, by and large, the worst writers in the world, often managing to be terminally smug and technically incomprehensible at the same time."

Here are just a handful of others:

* It often makes sense to rent time on someone else's computer rather than to buy your own.

* There are two kinds of errors in getting into computers: stopping too soon when you should have gone on, and going on too long when you should have stopped.

* Learning to use a computer is the most complex mental activity most people will engage in between school and death.

* Choose the softwear first; then the hardware that runs it.

* Never buy anything you can't lift.

* Get a second and third opinion on all important computer questions no matter how confident the first person is.

* Advertised printer speeds are about as reliable as advertsied miles per gallon.

* Most people are capable of learning as much as they desire about computers, but many are intimidated by an unsatisfactory early experience, or by what they've heard. Avoid the "I never tried it because I can't do it" fallacy.

* Don't buy a $10,000 solid gold sledgehammer to drive a two-cent thumbtack.

* Word-processing is one of the things the computers do best. Once many people get started, they rarely return to pencils, pens or typewriters again.

* Particles as small as those in cigarette smoke or dust can cause big problems in small computers.

* Computer sabotage is a significant problem in offices and factories. In the home, sabotage is perpetrated mostly by jealous spouses, since computers cnnot be sued for alienation of affection.

* Setting fire to one disk is a satisfying way of overcoming temporary computer hostility.

* People who computerize often seem surprised by the amount of routine clerical behaviors someone must do to keep it running.

If you've been sitting on the fence, wondering whether or not you should buy a computer, then invest a few dollars and buy John Bear's book. It'll help you get off the fence - and make a decision. Then you'll be able to sleep nights. John gives you information. Advice. All in plain English.

One last quote, from an aprocryphal NASA report on why we send humans to the moon instead of robots:

Man is the lowest-cost 150-pound non-linear all-purpose computer system that can be mass-produced by unskilled labor.

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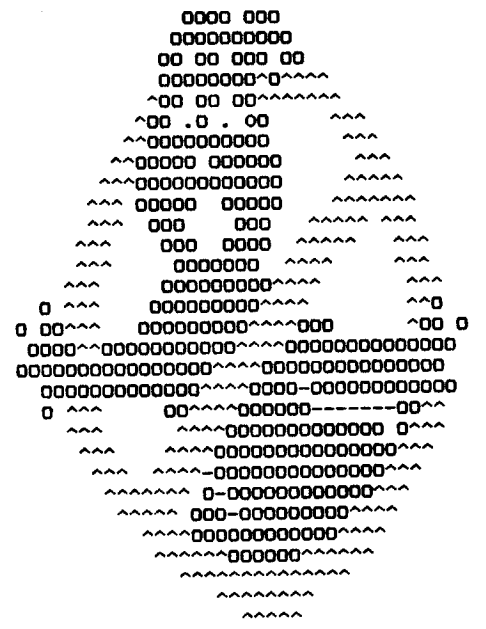
Who you gonna call?



COMPUTER PARADE

ATARI NEWS

Atari is suing Amiga Computer Inc. over the purchase of this closely held startup manufacturer by Commodore International. It seems Amiga was working on a 32-bit microcomputer with color graphics, partially funded by $500,000 from Atari. Atari was apparently interested in this computer and prior to the Commodore purchase, Amiga had been negotiatiing with Atari for licensing of its product technology. The computer is based on the Motorola 68000 microprocessor, the same that Apple Macintosh uses,but priced well under that computer. The interest in this computer is centered around positioning it for the educational and low-end business market. This could be a severe blow to Jack Tramiels' marketing plans and signal the beginning of the Atari/Commodore War.....Tandon Corp.announced that it had reached an agreement with Atari to supply up to $130.5 million worth of floppy disk drives and substems through the first half of 1985.Atari did not say in which systems it intends to use the Tandon equipment.....Atari also annouced that it plans to introduce a new 16-bit and 32-bit computers aimed at business applications in January 1985.(What happens to our "old" programs? While at Commodore Tramiel did not try to keep a standard of softwear interchange.Ed.)

APPLE

Rumors are that a "fat" Mac will be introduced in the first quarter of 1985 with color graphic capabilities and 512K of memory....Did you ever wonder where all those sales of Macs are going? Peat Marwick & Mitchell, a New York accounting,firm annouced the purchase of 2,500 Macs for use in its'System Evaluation Approach Computer Audit Support softwear, which automates the preparation of working trial balances, posting of adjustments and preparation of financial statements.

IBM

IBM announced the Personal Computer AT, built around Intel Corp.'s 80286 processor. The PC AT will be able to support two dumb terminals in a multiuser environment. It comes in two models, beginning at $3995 for 256K and a 1.2Mbyte disk drive. The $5795 model includes 512K of RAM,a 1.2 Mbyte disk drive and a 20Mbyte hard disk.Prices do not include a monitor.Microsoft's Xenix softwear for the PC AT multiuser environment is due to become available earlier next year.What will AT&T do to counter this powerful entry?

HERE and THERE

Franklin Computer struggling to stay alive under the protection of Chapter 11 bankruptcy provision. Its trying to get its new CX computers in dealers hands and at the same time looking for a suitor....Xerox quitely dropped prices on its personal computer line from 8% to 33%....Osborne Computer Corp. emerges from Chapter 11 reorganization next month. It plans to market it computer strongly in the international market, where it has good recognition while having the manufacturing done by outsiders.

Irwin Kaplan
August 1984

WHAT'S A MODEM ?

The word modem is a contraction of modulator/demodulator - a communication device that changes digital signals to analog form for transmission on telephone lines.The modem at the transmitting end modulates digital signals (changes digital to analog signals) - at the receiving end, the modem demodulates (reconverts) analog signals back to the original digital format.

A full-duplex modem sends and receives simultaneously on a single circuit. A half-duplex sends or receives in turn.

A modem's speed is given in bits per second(bps). Some are variable in speed, others operate at a fixed speed. Many of the newer variable speed modems can adjust speeds to match modem speed at the other end of the line. Common speeds are 300bps, 1200bps, 2400bps and 9600bps.

Operations may be asynchronous (data or blocks of data are individuallysynchronized, usually seperated from one another by coded start and stop bits) or synchronous (sending and receiving modems operate all the time at the same frequency, with constant correction keeping the desired phase relationship). Higher speed modems are usually synchronous.

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SOME MORE BBS NUMBERS

NJ....201-549-9874...THE ROUND TABLE
NJ....201-549-7591...J.A.C.G.
NJ....201-494-3649...MICRO-PHONE
NJ....201-287-8560...THE LION BUSY
NJ....201-494-3558...SCBBS
NJ....201-381-7538...THE MATCH MAKER
NJ....201-561-3912...THE DRAGON'S LAIR

If you try these numbers let me know about your experience - what type of programs are available,how to log on,if a password is needed, and the hours it is in service.Editor.

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More on modems...A.N.A.L.O.G.,June 1984, devotes itself to telecomunications and the Atari. Articles cover modems, BBS,terminal softwear, and modem reviews...Antic,September 1984 has more information on communications and the Atari BBS.Also lists several new Atari BBS numbers...In the July 1984 edition, they published AMODEM, a terminal program...Anyone interested in starting an Atari BBS can call S.P.A.C.E.board at 813-344-3321 for BBS softwear.Editor.

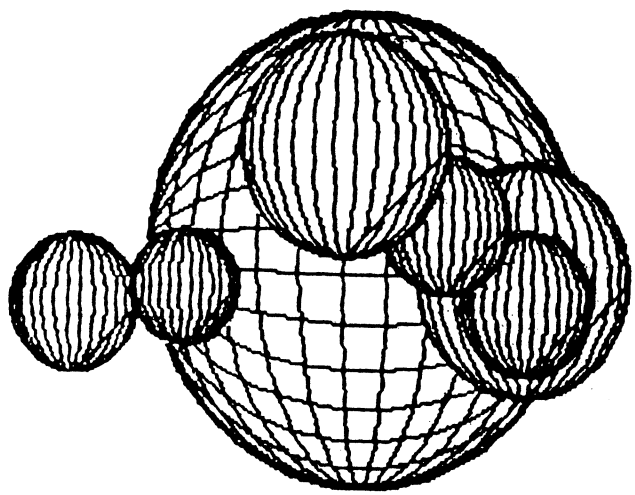
*** DRAWING ***

by Jim E. Krutzler

Listed below is a simple drawing program that will let you draw in GRAPHICS mode 5. After you have entered this program ,plug a joystick into port #1 and type RUN. Now move the joystick around. As you will see, the coursor moves and draws a line.If you want to change your color, press the number keys 1-3. For a neat effect, press the number 4 key. To clear the screen, press the 'C' key.

Oh yes, one more thing--HAVE FUN!!!!

```
10 REM .....DRAWING VER.1.0.....
20 REM ...by  Jim E. Krutzler...
30 REM ...IN  GRAPHICS MODE 5...
40 REM
41 REM 1=COLOR 1
42 REM 2=COLOR 2
43 REM 3=COLOR 3
44 REM 4=RANDOM COLORS
45 REM C=CLEAR SCREEN
50 GRAPHICS 5+16
60 OPEN #1,4,0,"K:"
70 C=1
80 S=STICK(0)
90 X=X+(S=7)-(S=11)
100 Y=Y+(S=13)-(S=14)
110 IF X>79 THEN X=79
120 IF X<0 THEN X=0
130 IF Y=47 THEN Y=47
140 IF Y<0 THEN Y=0
154 IF C=10 THEN C=INT(RND(0)*3)+13
150 COLOR C:PLOT X,Y
155 IF C>10 THEN C=10
160 IF PEEK(764)<255 THEN 180
170 GOTO 80
180 GET #1,A
190 IF A=ASC("1") THEN C=1
200 IF A=ASC("2") THEN C=2
210 IF A=ASC("3") THEN C=3
220 IF A=ASC("4") THEN C=10
230 IF A=ASC("C") THEN RUN
240 GOTO 80
```



Secretary's Report to the membership

09-10-84 Minutes of the M.O.M. Meeting

BUSINESS

The next meeting is scheduled for the 17th of September.

The latest feelings are that Atari will clear out its current inventory in order to raise capital for their next line. The time to buy may be now...

The club will be supplying "Gemini", a computer store in Cedar Knolls, with our current membership list. Their intent is to put the members on their mailing list for fliers and in return will extend a special discount to members who shop there.

The club is selling "TDK" disks SS/DD for $19.00 per box of ten. When you buy your disks from the club, you are helping to support your club.

The club has a new disk, number 40, which is mainly a game disk.

Our Editor, who has been doing an excellent job, requested the membership to submit articles for our newsletter.

QUESTIONS AND ANSWERS

Any member who might have a copy of DOS 3 please share it with another member, Bill Schneider. Bill has a 1050 and has been waiting for sometime now for Atari to send him his copy. DOS 3 is a copyable program for Atari 1050 users but it didn't accompany the earlier purchased product.

TUTORIALS

Frank Fezza conducted the second part of his two-part tutorial on the program that he wrote for statistical analysis. A copy of the program is available on disk 36 from the Library.

The next tutorial will begin at our next meeting and will be on Atari Writer, a word processing program.

DEMONSTRATIONS

Jim Krutzler did a demo on The Sands Of Egypt, a great graphic adventure with some very interesting screens.

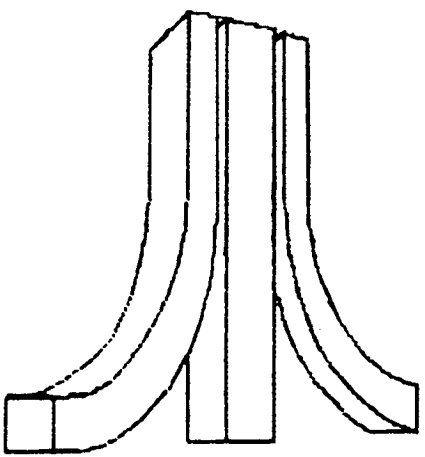
Irwin Kaplan did a demo on Paint, an artistic creation program.

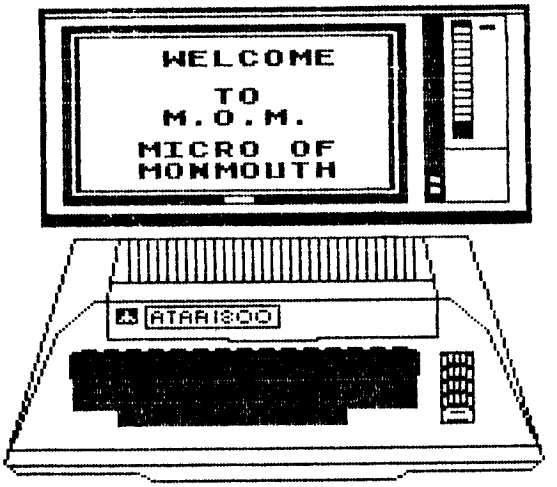
Irwin Kaplan also presented the club with a review of an Atari book entitled "Basic Programs in Minutes". The book contained over 65 ready to use (and ready to enter...) home and business programs.

SPECIAL INTEREST

"Rent it before you buy it" is back. Details at the next meeting.

Respectfully submitted by,
Ken Kelly





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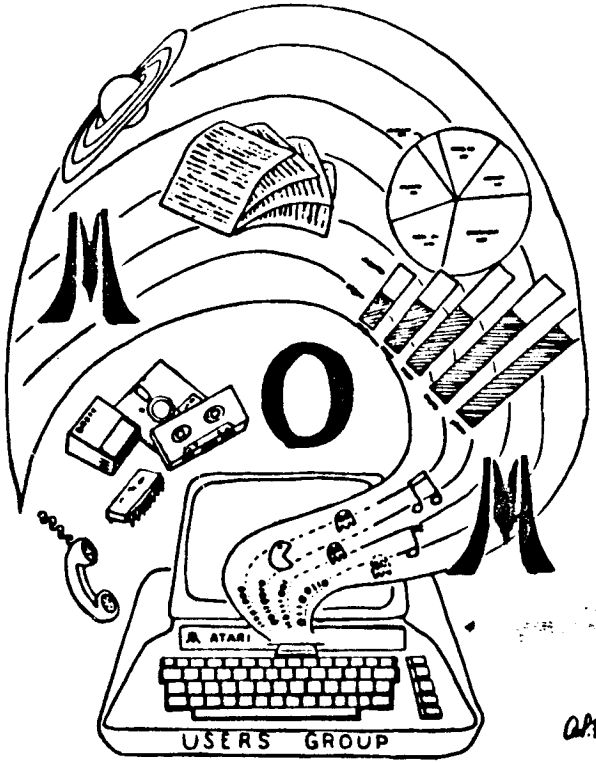

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